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Sprint Review and Retrospective

Roles of the Scrum Team and their contributions:

The Scrum team consisted of a product owner, responsible for creating the user stories and grooming the backlog so the team knew what to work on. The Scrum Master was responsible for “greasing the wheels” of the team so to speak. Mostly making sure that the team and product owner knew how to implement scrum and helping the development team to get into good habits for their sprints. The Developer and Tester, according to the official scrum guide, shouldn’t be separated. All developers of a scrum team should be developers, but with their own specializations. Working as the developer we were introduced to a change, where our presentation was changed. This is the key to agile; the customer was able to change requirements, however if this was a large change, it would have needed to wait until the next sprint. As a tester, I worked closely with the product owner to ensure that I would know what the user would be seeing, and how to develop test cases that would include requirements.

Completing User Stories:

The product owner is responsible for the business to developer interactions. They are the one who will create stories from the perspective of the user, that will be given a priority rating, and then given to the developer team. From there, the team will take the story and assign either point value, or some way to rank how much work they think is needed for each story.

Handling Interruptions:

Agile approaches work best when the customer can work flexibly with the product owner and team. If the customer insists upon a very rigid contract with very specific timetables, and limited requirements, then the agile approach will not work. With our SNHU travel site, the customer, however, worked well with the team, and we were able to implement a small change in the middle of a sprint. By working so closely with the customer, we can be much more collaborative and responsive. I was able to easily handle the interruption introduced by a small change in how the travel sites were shown to the user.

Communication and Organizational Tools:

Communication by the scrum team is often handled by software such as Jira, with messaging platforms like Microsoft Teams, and Slack. If you already use Azure DevOps, then using the Azure Boards Hub is another tool in the suite offered. Both Jira and Azure Boards offer kanban and scrum, with a whole host of other plugins to make teams more productive, with information available at a glance.

Evaluating Agile Process:

In the context of the SNHU Travel project, using scrum-agile helped streamline the required changes. By working so closely with the customer, we could quickly introduce minor changes, and produce a product more collaboratively. I believe that by following the scrum-agile guidelines there was more flexibility in our requirements, rather than following the traditional waterfall method. One of the cons I can think of would be on the contractual side, I have no idea how that would work, other than having to bill hours, but that would have been a different side of the business. With a waterfall method all of the major milestones must have been met before payments would have occurred, but that would not have allowed for us to change the slideshow in mid sprint. This inflexibility leads me to conclude that Scrum-agile was indeed the best approach to the project.

References:

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